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**Application No.:** 10/672,590

**In the Claims**

Please amend the claims as follows:

1-16. (Canceled)

17. (Currently amended) A game for encouraging players to interactively communicate with one another, the game comprising:  
a plurality of hypothetical real-life scenarios, wherein the scenarios do not have definitive answers but are used to provoke one's thoughts and principles; and  
a path formed on a game board from a start to a finish point, wherein players traverse the path as they play the game;

wherein the players take turns being a player-in turn, and for each turn the player in-turn is provided with a hypothetical real life scenario, analyzes the real life scenario, and provides a response that describes what they believe should be done in response to the scenario, wherein the player-in-turn provides at least one principle, from a list of predetermined principles, that assisted in their response, and

at least one of the other players score the response.

18. (Canceled)

19. (Previously presented) The game of claim 17, wherein the at least one

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of the other players provides feedback to the player in-turn regarding their response.

20. (Previously presented) The game of claim 17, wherein the path has a plurality of categories defined thereon, and the player in-turn is provided with a scenario based on their category on the path.

21. (Previously presented) The game of claim 20, wherein the plurality of hypothetical real life scenarios is divided into a plurality of scenario categories.

22. (Previously presented) The game of claim 21, wherein the scenario categories include situations that may be encountered by at least some subset of parents, children, spouses, adults, and participants in the workplace.

23. (Previously presented) The game of claim 17, further comprising a plurality of game pieces wherein each player marks their location on the path with the game piece.

24. (Previously presented) The game of claim 17, further comprising a

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device to randomly determine how far along the path a player moves.

25. (Previously presented) The game of claim 17, further comprising a time tracker, wherein time for the response is limited.

26. (Canceled)

27. (Previously presented) The game of claim 17, wherein spaces on the path award or subtract points based on a scenario described thereon.

28. (Amended) A method of playing a game that requires players to analyze real life situations, the method comprising:

gathering a plurality of players;

selecting an order for the plurality of players to be a player-in turn; and

taking turns being a player-in-turn;

wherein for each turn

a the player in-turn proceeds down traverses a path formed on a game board as they play the game, wherein the path on the game board has a start and finish point, wherein the path has a plurality of categories defined thereon;

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a the player in-turn is provided with a hypothetical real-life scenario based on the category associated with their position on the path, wherein the scenario does not have a definitive answer but is used to provoke one's thoughts and principles;

the player in turn analyses the scenario and provides a response that describes what they believe should be done in response to the scenario, wherein the player-in-turn provides at least one principle, from a list of pre-determined principles, that assisted in their response; and at least one of the other players scores the response.

29. (Canceled)

30. (Previously Presented) The method of claim 28, wherein the at least one of the other players provides feedback to the player in-turn regarding their response.

31. (Canceled)

32. (Canceled)

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33. (Amended) A method of playing a game that encourages a plurality of players to interactively communicate, the method comprising:

providing a path formed on a game board with a plurality of designated spaces thereon, wherein a plurality of players traverse the path;

providing a plurality of hypothetical situations, wherein the situations are divided into groups, wherein at least some subset of the designated spaces correspond to the situation groups, and wherein the situations do not have specific correct answers, but are used to provoke one's thoughts and principles;

taking turns being player-in-turn, wherein the player-in-turn is provided with a hypothetical situation and provides a response that describes what they believe should be done in response to the scenario, wherein the player-in-turn provides at least one principle, from a list of pre-determined principles, that assisted in their response;

scoring the response, wherein the scoring is done by at least one of the other players; and

tracking the score of all players.

34. (Not entered) The method of claim 33, wherein the wherein the path has a plurality of categories defined thereon, and the player in-turn is provided with

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a scenario based on their category on the path.

35. (Canceled)

36. (Previously Presented) The method of claim 33, wherein the at least one of the other players provides feedback to the player in-turn regarding their response.

37. (New) The method of claim 28, wherein the scenario categories include situations that may be encountered by at least some subset of parents, children, spouses, adults, and participants in the workplace.

38. (New) The method of claim 28, further comprising displaying the game board on a computer screen and playing the game with a computer.

39. (New) The method of claim 28, further comprising utilizing a plurality of game pieces for each player to mark their location on the path.

40. (New) The method of claim 28, further comprising randomly

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determining how far along the path a player moves.

41. (New) The method of claim 28, further comprising tracking amount of time for the response, wherein the time for the response is limited.
  
42. (New) The method of claim 28, further comprising awarding or subtracting points based on a scenario described on spaces on the path.